MUSTAFA BERKAY USLU

CONTACT DETAILS:

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LANGUAGES

TURKISH   ENGLISH

OBJECTIVE

As a self-studied developer, I am seeking a job as a game developer. I am always eager to learn about games and their development process. I hope to join an environment of skilled and continuously developing people to learn more about game development and teamwork.

EDUCATION

Yıldız Technical University
Control and Automation Engineering   (August 2017 - February 2024)

EXPERIENCES

March 2024 - Current
inpocket.ai - Freelance Game Developer
- Created 5 interactive mobile games for kids using image processing with the OpenCV for Unity asset.
- Currently contributing to the development of a mobile game called "Learn Isle", designed for children to have fun and learn English. I am responsible for refactoring the managers and turning mini-games into templates, allowing for quick creation of new game variations through scriptable objects. The game has been accepted into the OGEM Incubation Program and is still under development, with a demo available on the App Store.

July 2024 - July 2024
Udo Games NextGen Devs Program - Internship
- The Udo Games NextGen Devs program is an internship that brings together developers, designers, and artists. In the program, we are working as a team to create a project using Unity and gaining experience with Trello and Git.
- During the program, we created two games, each within a week. The first game is a mobile game where the player controls a car equipped with guns, traveling through zombie-infested lands while protecting its cargo from damage. My role in this project was to develop the car control mechanics. The second game is an idle cafe management game. The player manages the Lounge, Kitchen, and Scullery areas by upgrading them with coins earned from customers, and increases revenue by opening new cafes. My role in this game was to create the logic for worker and customer interactions, as well as the plate and food flow between rooms.

October 2022 - December 2022
Panteon Academy
- Panteon Academy is a training program created to train well-equipped game developers. The program focuses on mobile game development. After the pre-selection, I got the right to participate in this program.

PORTFOLIO

Portfolio Website

PERSONAL PROJECTS

Infinite Mage (Unity)

- "Infinite Mage" is a 3D Vampire Survivors-like game. The player's objective is to level up and survive longer by killing enemies. As time goes on, the game becomes increasingly challenging with both an increase in the number of enemies spawning and the appearance of more powerful enemies.
- To enhance camera control, the Cinemachine tool is utilized.

Snowy Hills (Unity)

- "Snowy Hills" is a 2D snowboard game. The player's objective is to avoid crashing and earn points by performing flips. The game continues until the player loses all hearts.